

# HEL'S CROW'S FINAL REST

The fishing hamlet of Aski burns with the majority of its populace dead in the streets: fishermen, fishwives, maidens, youths, children, dogs and a thin scattering of armored thanes who died trying to protect their homes and neighbors. Off the headland a dragonship rides low in the water, and the tall straight figure in the bow ignores the burning town, focused instead on the flickering candlelight still burning in a partially submerged shrine to the sea god.

A Viking Adventure by Gustie L - <http://dungeonofsigns.blogspot.com/>

The dragonship is the vessel of **Turgies Hel's Crow**, a legendary undead reaver who's Drekar, a nameless 70 ft long bone white ship with sails of ragged red capable of moving effortlessly at great speed, propelled by its crew of fierce undead. **Turgies** has raided numerous settlements and slaughtered countless souls in his long unnatural life, and the destruction of Aski was simply by habit, his current goal is to lay himself to rest long denied.

**Turgies Hel's Crow** (Undead Reaver) HD 10 (72 HP) AC 0 (silver or magic only) ATK 3 (1d8+2\*/1d8+2\*/1d8+2\*), SV F10, MV 50' (levitate). *Spells* (on demand): *Command*, *Cause fear*, *Effect normal fires*, *Mirror image*, *Shield*, *Polymorph self* (Crow). Equipment: +2 *Longsword* (Hel's Kiss), +3 *Blackened Scale Mail* (resembles feathers), 5,000 GP *Emerald* set in brow of beaked mask/helmet. Treasures worth 30,000 GP in hold of Drekar. \*x2 Level Drain

**Undead Crew x 40** (Wights) HD 3 (20 HP each) AC 5 (silver or magic only), ATK 1 (1d6\*), SV F3, MV 30' \* Level Drain

During his life **Turgies** was cursed while plundering a tomb in distant desert lands so that his body cannot rest. While he has long relished his supernatural power and the destruction he brings, ennui has recently crept into **Turgies'** soul and he wishes to end his and his crew's torment.

**Turgies** seeks to drink from the **Meadhorn of the Sea**, or Sea Horn, a holy artifact that rests in the Sea Shirne of Aski, and is known to grant absolution and peace to the undead. Unfortunately, in his cursed state **Turgies** and his crew cannot enter the shrine without being struck down by its defenders (filled with the power of the Sea-god) or savaged by its guardian. With his blood-lust sated he has been trying to figure out what to do when the PCs arrive on the scene. **Turgies** will waste no time in recruiting them, promising them gold to reave the shrine or threatening death if they fail to. He will tell them his entire dreary story if they ask, and reveal why he seeks the Horn.



## THE SEA SHRINE OF ASKI

Dedicated to the local Sea Diety, the shrine predates Aski by hundreds of years and is a location of great power (the Spells of good Clerics will have a +1 bonus to any effect or roll). Within is the Sea Horn, protected by a powerful **Sea Nakki** and a few of the village Thanes who escaped to the Shrine with their families. The entire shrine was hewn from a huge black rock in ancient times and the walls and ceiling are all enriched with spiral carvings and runes. Within the shrine **Turgies** and his undead creatures may be effected by normal weapons and suffer -2 to hit and damage rolls.

(1) The entrance of the Shrine has a flight of steps that lead directly into the surf and contains the bodies of a local Thane, wearing fine chain mail, and a Wight with a great ax that died in **Turgies'** initial assault before the shrine guardian awoke.

(2) The central chapel is sheltering the survivors of Aski: 22 Women, 31 Children, 3 Men (25 0-Level humans), and 1 wounded Thane, **Rigvart** (F2 - 5HP). All are armed with simple weapons, except the Thane who wears splint mail and carries a mace. They are being tended by the Shrine's resident holy man **Bui** (C3). An alarm will bring the warriors guarding areas 5 and 6. **Bui** may be reasoned with but is frightened and angry, so unless the situation is explained carefully and fully he will order adventurers off. If he can be convinced that the horn will drive **Turgies** away and save his people he will tell the party where it is, but cannot prevent the **Nakki** from attacking. **Bui** will not allow the dead to enter the shrine under any circumstance. Killing **Bui**, the Thanes and the refugees is a supremely evil act and within the shrine the gods will know of it and may seek redress, unless the perpetrators seek protection from powerful evil forces.

(3 & 4) These side galleries are empty, but contain offerings to the Sea God, and **Bui's** supplies of food and drink (most of which has been dragged into **Area 2**). Among the dried fish, carved boat models and fishing paraphernalia is a statue of a king made from walrus ivory (125 GP) and a silver arm band (50GP), both in **Area 4**.

(5&6) The colonnaded side entrances to the shrine have been barricaded by the 8 remaining Thanes of Aski: **Bruni** (F4) **Daif** (F3), **Hott** (F3), **Ingvar** (F2), **Ulf** (F1), **Astrid the Shieldmaiden** (F1) and **Einar** (F1). All wear chainmail and carry shields, spears and longswords. **Hott** wields a +1 Sword named Tooth Breaker. The Thanes are well supplied with throwing spears, whale oil bombs and axes and will use them against any assault on their barricades.

(7) This subterranean chapel is lit by whale oil lamps set in the walls and contains murals of sea life and fishing scenes. The altar is a giant whale skull that has been chiseled flat, carved and set with shell inlay. Atop it is the **Meadhorn of the Sea**, a magic item that will give the drinker prophetic visions and peaceful night's rest (healing 1D10 HP). Liquid placed in the horn also acts as holy water, and if drunk will immediately 'release' the soul of any undead that partake. As soon as it is touched by anyone but **Bui** or removed from the shrine the **Sea Nakki** will rise from the pool in Area 8 and Attack. (8) A short set of steps beyond the altar leads to a 5' deep pool of sea water with a sandy bottom. The pool is home of the Shrine's guardian **Sea Nakki**, which will attack any disturbing the Horn. It appears as a huge pillar of waves with the animated head of a dragon (like the prove of a dragonship) carved from bone. The **Nakki** will chase thieves out of the shrine and onto the beach beyond if they manage to take the horn, and this may allow **Turgies** and his crew to attack it (thought the wights will not be able to harm it). However outdoors it may transform 2D6 crabs into giants to its aid it.

In the pool rest 2 large stone sarcophagi, each containing the remains of an ancient sea chieftain and his son, who founded the shrine. The brittle bones are covered with barnacle as if they were once submerged and rest amongst the following treasures. 2,700 SP, a coral crown worth 500 GP, 3 gold and Sapphire armbands worth 400 GP Each, a suit of magic copper Ringmail (AC 6 +2) and a magical coral war ax +1 (1D8 +1) that twice per day may strike and cause the target's lungs to fill with salt water for an additional 1D6 and a Save vs. Paralysis to avoid being paralyzed for 1-4 rounds coughing out the water.

**Sea Nakki** (Holy Water Elemental) HD 8 (42 HP) AC 2 (silver, or magic only), ATK 1 \*(1D8), SV C10, MV 20'/Swim 120'  
\*Attacks do 2D8 to Undead, and any target in water with 20' of the **Nakki** will take 1D8 damage automatically each round.

**Giant Crab** (Holy Beast) HD 3, (20 HP) AC 2, ATK 2\* (2D6/2d6), SV F2, MV 20' \*As holy creatures these crabs can damage the all Undead, but may be turned by evil Clerics.

If **Turgies** obtains the Horn he will drink from it and all he and all his crew and their ship will collapse into dust (taking their treasures with them). **Turgies** is powerfully cursed however, and it is possible the Hel will not accept him into her domain. If he returns it will be as a spectral entity and he will certainly return to his pillaging ways with even greater ferocity, having been doubly dammed.

Killing the **Nakki** and looting the tombs is not itself an evil act if done to save the people of Aski, but it may cause some lawful types distress all the same as it is a holy creature.

### The Sea Shrine of Aski (1 Square = 10')

